MADISON AUSTIN

MOTION CAPTURE | 3D ANIMATION | MOTION EDITING

CONTACT

912.414.1207

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www.madisonaustinanim.com

SKILLS

- Motion Capture Suit Prep
- AutoROM Calibration
- Motion Capture Data Cleanup
- Solving
- Body Retargeting
- Facial Retargeting
- Motion Editing
- 3D Character Animation
- Gameplay Animation
- Cinematic Animation
- MetaHuman

REFERENCES

Alan Hodges
Lead Motion Capture TD
Company: Imaginarium Studios
Email : whodges13@gmail.com

Celia Duffala
Motion Capture Coordinator II
Company: Deck Nine Games
Email : celiaduffala@gmail.com

Eric Leidenroth
Motion Capture Supervisor
Company: Imaginarium Studios
Email : eric.leidenroth@gmail.com

PROJECTS

- Charlie Daniels Hologram at America 250 July 4th Concert Fort Campbell (2026)
- Life is Strange: Reunion (2026)
- Moana (2026)
- Life is Strange: Double Exposure (2024)
- The Expanse: Deluxe Edition (2024)
- Dragon Age: Veilguard (2024)

WORK EXPERIENCE

SAMBAWAY INTERACTIVE MAR 2026 - JULY 2026
Senior Animator - Contract
Responsible for motion capture cleaning, animating, and other assigned tasks using Optitrack Motive and Autodesk Maya respectively.

DECK NINE GAMES APRIL 2023-AUG 2025
Motion Editor/MoCap Cleaning Technician - Contract
Responsible for motion capture data cleanup, solving, body retargeting, motion editing, animating gameplay and cinematic sequences, and exporting the animations to Unreal Engine 4 or 5 (depending on the project).

IMAGINARIUM STUDIOS AUG 2024-OCT 2024
Motion Capture Technical Director - Contract
Responsible for marker setup, autoROM calibration, and capturing motion capture data using Vicon Live and Vicon Post softwares.

ROUGE MOCAP JULY 2022-OCT 2022
Motion Capture Generalist - Full time
Responsible for mocap data cleanup, body retargeting, facial retargeting, motion editing, and 3D animation for certain shots assigned (used Vicon Blade, Autodesk Motionbuilder, Performer2MV, and Autodesk Maya respectively).

EDUCATION

Savannah College of Art and Design SEPT 2018- JUNE 2022
Bachelor of Fine Arts | 3D Animation